

Title: Delucia

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The city of ruins, as some may call it, lies in the south-west corner of the Lost Land. It can be reached by foot quite easily by those who are not afraid to fight a few mongbats and giant spiders in the dungeon that leads to it. Delucia lies well protected between large mountains and palisade walls. Miners and Smiths will most likely find this a good place to live in. There are plentiful mountainous regions within the range of the guards protection, and the local armorer has a forge where miners can smelt ore.

Around the city can be found deer, cows and even horses grazing the grassy lands. Inexperienced warriors have plenty to hunt, and tailors will be pleased with the amount of hides the hunters will bring back to the village. Tailors will also find the cotton field in Delucia a bountiful place to harvest cotton, which can be turned into spools of thread or sold directly for gold. Delucia also has stables to leave your pet when you need to travel back to

Britannia. The fields in Delucia spawn enough turnips and lettuce to keep almost any pet happy. The local bank, mage shop, provisioner and healer can aid all